

FIGURE 1

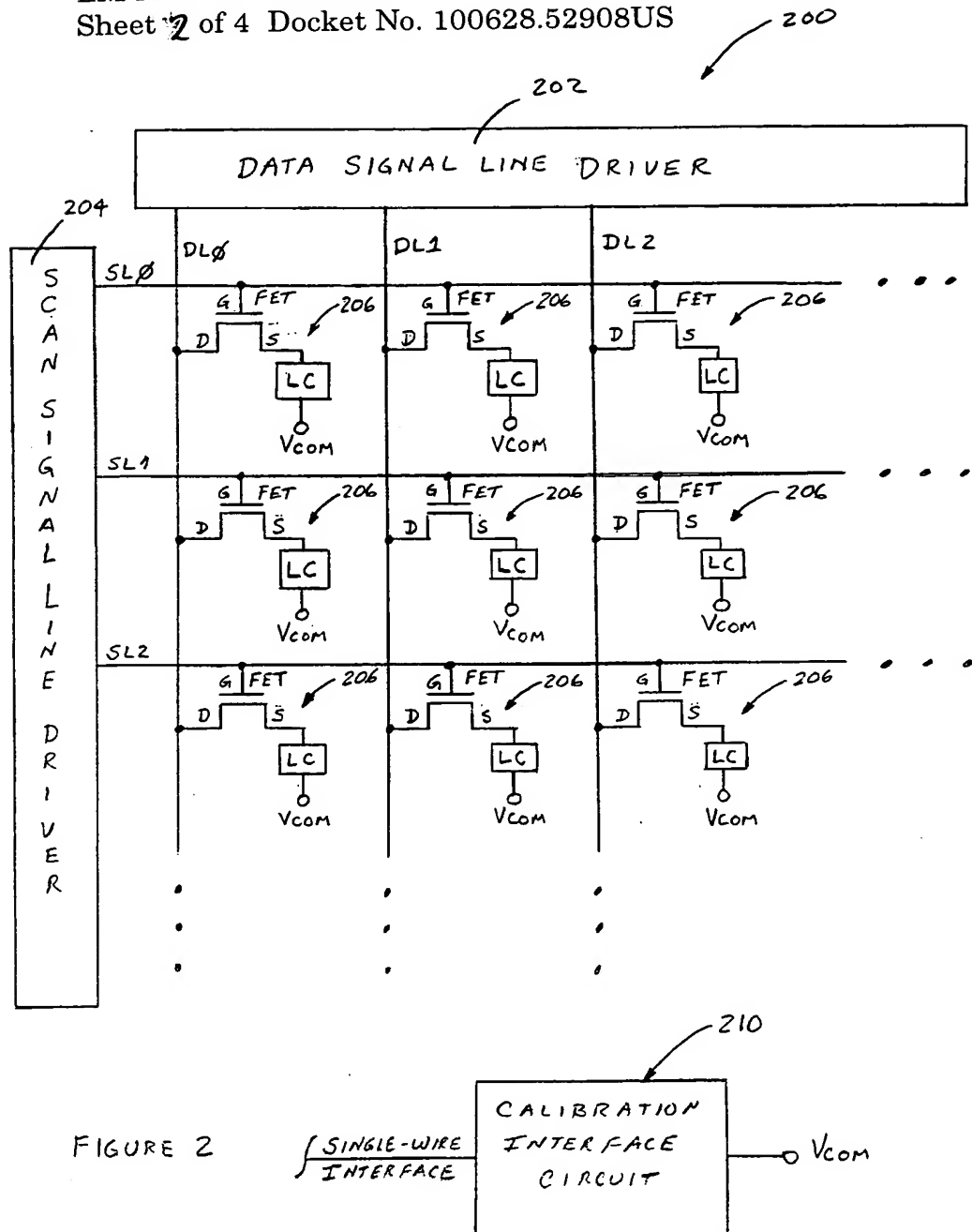


FIGURE 2



Programmer



FIGURE 4